

Nazaire Shabazz

DIGITAL MEDIA DEVELOPER

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Summary Statement

Versatile generalist; great at learning and mastering new technologies. Skilled at web design and development, art (2D & 3D), and design (2D / UI). Looking to work on projects in the web / game development sphere.

Education

Rochester Institute of Technology - Rochester, NY

- ❖ **Bachelor of Science, 2020** - New Media Interactive Development

Technical Skills

AWS: S3, Lambda, DynamoDB, API Gateway, EC2, CloudFormation, QuickSight, and more

Programming: HTML / CSS / JS, React, Angular, Node.js, MySQL, Python, Git, Bash

Other: Blender, Maya, GIMP, Ableton Live, Word, Excel, Outlook, GSuite

Work Experience

Freelance Work - Rochester, NY (2019-Present)

- ❖ (current) Designing and programming a fullstack CRM for my client, complete with sorting and filtering, item duplication, and QuickBooks integration.

EagleDream Technologies - Fairport, NY (2018-2020)

- ❖ Worked on multiple projects as a part-time Software Developer using AWS (S3, Lambda, and DynamoDB). Also used Angular, React, MySQL, and Python, as well as the Microsoft Office essentials, such as Word, Excel, and Outlook.

Projects

Fashion Pressure (2021 - Present)

- ❖ (NDA) Building a website for my friend's fashion-photography capstone project.

Decorus.World (2019 - Present)

- ❖ Currently developing a third-person dungeon-crawler game in babylon.js.

NJSE (2017 - 2018)

- ❖ Attempt at a component-based 2D JavaScript game engine created as a personal project and to explore data-oriented design patterns.

Canvas Paint (Spring 2017)

- ❖ Fully featured paint program. Made in JavaScript with Canvas. Began as a small class assignment, then more features such as layers and undo were added.

Certifications

Amazon Web Services - Certified Cloud Practitioner